



THE BY-LAWS OF THE CENTRAL GIPPSLAND JUNIOR FOOTBALL LEAGUE INC.

AMENDED DECEMBER 1987

AMENDED FEBRUARY 1999

AMENDED FEBRUARY 2001

AMENDED MARCH 2002

AMENDED MARCH 2003

AMENDED MARCH 2004

APPROVED VERSION – APRIL 2007

AMENDED MARCH 2009

AMENDED FEBRUARY 2011

AMENDED FEBRUARY 2012

AMENDED MARCH 2013

AMENDED MAY 2013

AMENDED MARCH 2015

These By-Laws are to be read in conjunction with the Constitution of the Central Gippsland Junior Football League Inc. and also the Victorian Country Football League Handbook. The VCFL Handbook with amendments is re-issued annually.

The following By-Laws have been adopted by the Central Gippsland Junior Football League, and where these by-laws are silent on a given issue, the rules as outlined in the current version of the Victorian Country Football League Handbook will apply.

Changes to these By-Laws can be made by a properly constituted special general meeting, in accordance with the Central Gippsland Junior Football League's Constitution and as set out in the Association Incorporation Regulations 1998.

1. Player Registration

1.1 The nominating Member Club must forward a copy of all player registrations to the League Secretary two weeks prior to the first round.

1.2

- (a) All players in the Under 10 competition must be 10 years or younger by the end of the calendar year. (Note: see clause 1.2.1 re minimum age level)
- (b) All players in the Under 12 competition must be 12 years or younger by the end of the calendar year.
- (c) All players in the Under 14 competition must be 14 years or younger by the end of the calendar year.

All Clubs must submit new player registration forms (VCFL Clearance/Registration) annually. Each form is to show date of birth of the player and a parent/guardian, and Club Secretary must endorse this form. The member Club Secretary is responsible for checking the validity of each form. All forms must be in the hands of the League Secretary two weeks before the first home and away game of the year.

The CGJFL Executive has the discretion to request proof of date of birth for any player. When requested, the birth certificate or official birth extract must be supplied within 14 days unless the Executive agrees otherwise.

New players joining a club during the year must (via the Club Secretary) submit a completed registration form to the League Secretary before playing. In rushed circumstances, the Club Secretary may obtain verbal approval from the League Secretary to present the forms to the opposing coach before playing and have it forwarded to the League Secretary with other official paperwork at the end of the match.

1.2.1 Registration of Players/Minimum Age entry levels

To be eligible for CGJFL registration, AFL Victoria Country Football League all registered Players must have obtained seven (7) years of age at January 1.

1.3 Ineligible Players

Clubs playing ineligible players lose all points for the game in which ineligible players were allowed to take the field. Points so lost will be credited to the opposing side in those matches. No scores shall be credited to sides losing such points.

Players must play four (4) games during the current season with one club to be eligible to play in the finals.

2. Clearance

2.1 VCFL Clearance Process

Any player wishing to be cleared from his registered club must do so by using the VCFL Clearance/Registration form with his registered Club Secretary's signature. This clearance form must be forwarded to the League Secretary as per Clause 1.1 & 1.2. Note – Clearances close on the last day of June of each season.

3. Competition

3.1 Objective – 'Participation'

All clubs must endeavour to field teams in all competition grades. Clubs are required to obtain approval prior to the season commencing if they are unable to field players for all scheduled age levels. All teams can be supplemented by opposing teams on the day they oppose each other; provided the players are of eligible age and both clubs agree to the arrangement. The over-riding objective should be to provide as many players as possible, with the opportunity to participate on game day.

3.1.1 CLUB-TO-CLUB PLAYER 'DAY PERMIT'

Rule 3.1.1 is designed so that clubs who have Players Rostered off from normal Club games (due to having too many Players) are permitted to loan players to a club that regularly struggles to field

a full side. The club having the excess Players may supply up to a maximum of 5 players to the club requesting loan players. The club requesting the loan players must at all times give their own registered players, preference to be on the ground unless injury or fatigue requires them to voluntarily come to the interchange bench.

Players from the club having excess Players cannot individually initiate an opportunity to play under rule 3.1.1. All players seeking to play under rule 3.1.1 must have prior approval from their home club and then from the club they intend to play for. The steps to be complied with to legitimately play under rule 3.1.1 are as follows:

- a) In any one season, a player is restricted to playing **three** Club-to-Club Player 'Day Permits'
- b) A Player playing on a Club-to-Club Player 'Day Permit' must be clearly notated on the team sheet of club he/she is representing on the day. The team sheet should clearly show the players name, registered club and quote-ruling No. 3.1.1.
- c) A player playing on a Club-to-Club Player 'Day Permit' is eligible for CGJFL Fairest & Best votes and Goal Kicking Award statistics.
- d) A player playing on a Club-to-Club Player 'Day Permit' can be reported & suspended.
- e) A player playing on a Club-to-Club Player 'Day Permit' becomes the responsibility of the club he/she is playing for and any misbehaviour or reference is reflected in the game, tribunal reports etc of the club the player represents on the day.
- f) A player seeking Club-to-Club Player 'Day Permit' must not be registered as a Special Circumstance Player.
- g) A maximum of five players will be granted a Club-to-Club Player 'Day Permit' to any one club on any given match. Players permitted to play on a Club-to-Club Player Day Permit shall not replace available registered players of the club requesting players. They must only replace another Club-to-Club Day Permit player unless injury or fatigue results in a registered player voluntarily coming to the interchange bench.
- h) A Player permitted to play on a Club-to-Club Day Permit shall play only in one (1) game of football per round in his/her own age group within the CGJFL. (eg; a player who has agreed to play for Club "A" whose game is on the Saturday cannot also play for his/her registered club "B" if they are playing on Sunday.
- i) A club giving permission for a player to play on a *day permit* may withdraw permission after giving the league secretary & the club official requiring the player day permit ample notice (one full day) to seek alternative fill-in players.
- j) The Club requesting Permit Players from another Club must complete a Type 1 Match Day Player Transfer in the system to enable the Players names to be on the relevant Teamsheets.

3.2 In the Under 10,12 & 14 Competition there is no limit to the number of interchange players.

3.3 The Executive Committee shall prepare a draw for the forthcoming season prior to the season commencing and give the members clubs adequate opportunity to comment on the draw. However, the Executive Committee reserves the right to decide the format of the final draw for the season. The Executive Committee also reserves the right to vary the draw part way through the season if they deem it necessary.

3.4 League home and away games and finals shall commence at a time designated by the Executive Committee.

3.5 Non-appearance of a team of at least 14 players 15 minutes after the designated starting time shall constitute a forfeit.

- 3.6** Each quarter shall be of ten minutes for Under 10 and twelve minutes for Under 12 and fifteen minutes for Under 14. Quarters may be shortened if agreed to by both coaches. Breaks between quarters to be three minutes at quarter and three-quarter time and five minutes at half time. Timekeepers are to signal a minute warning prior to resumption of the quarter.
- 3.7** Players may be interchanged at anytime during the game provided players exit and enter via the interchange lines. Players changed outside the interchange lines cannot return to the field of play unless serious injury necessitates a stretcher and therefore departure from the ground at the nearest point (Refer Section 4 Part 7 of the VCFL Handbook).

3.8 Forfeit of Games

The spirit of all CGJFL teams should be to provide a game of football to available and willing players on the fixture date and time of the game. Where one team has less players than the opposition, in the spirit of the league, the coaches should make every effort to organise a game whereby both teams have an equal number of players participating (refer finals ruling re Equal Player numbers in finals). Under such circumstances, the league should experience very few forfeits. Where a game is played, albeit that one team lends players to the opposition to allow the game to proceed, the match result, best players, goal-kickers and credit to players for a game of football will all be officially recognised in the League results.

In short, where both coaches agree to proceed with a fixture game it shall be recognised as an official game.

Under these arrangements, a forfeit should only occur where one team does not arrive at the designated venue at the designated time for the fixture game or where one coach indicates that he is unwilling to proceed with the game due to lack of players.

3.9 Game Abandoned as opposed to a forfeit.

Any team that decides to cease participation in a game prior to the designated conclusion of the game (as determined by the official time-keepers for the game) will be judged as having 'abandoned' the game. If a game is abandoned in the first half of the game, the result will be a forfeit in favour of the team who were still willing to participate and the game statistics shall not be recognised. Where the game is abandoned after half time, the team who were still willing to participate, will be awarded the game and the match votes, goal-kickers and credit of a game shall be awarded as per normal. Officials of the club who abandon a game can expect to be the subject of an official investigation as to why the game was abandoned and may be required to meet the Leagues costs for conducting a formal investigation.

3.10 VCFL Heat/Cold Policy

Heat – When temperatures exceed 34 degrees there is an extreme risk of heat related injury to children and adolescents. Matches and training sessions scheduled at times when the above conditions prevail should be postponed until a more suitable time or cancelled.

Cold – No determined temperature guide for cold conditions, due to variance of wind chill.
Coaches and officials must be alert to the onset of signs of hypothermia.

3.11 Mercy Rule

The Mercy Rule was introduced in 2008 and was designed with a view to stopping teams from thrashing opponents by large amounts. Totally one sided games do not provide any benefits to the Players on the team, the Coaches or the Parents. A key concern is for Players who may drop out of football through lack of interest and sides who may have their ability to remain in the CGJFL compromised.

If a one-sided game is anticipated or quickly develops the two coaches should consider options that will limit the imbalance and make a more productive contest for all.

Remember that if your team is winning by a large margin the chances are that many of your children, particularly in defence will not be actively involved in the game. Your ability as a coach is not defined by the winning margin against a struggling side.

Options

One sided contest anticipated or develops

- Utilise the team line up to give less proficient players in dominant sides the opportunity as an on ball or forward line player. Players benefit from the chance to experience new roles and expand on their talent base.
- If you have excess numbers utilise the bench to interchange dominant players. It will benefit your team when input is shared across the playing group.
- If the above two options have not stemmed a one sided contest coaches should be utilising the option of swapping dominant players from winning sides with the opposition. This will create a more even contest, challenge both sides in a positive manner and provide social skills amongst children who normally view each other as the opposition. It will be incumbent on coaches to promote and teach their players the benefits behind this option.

One sided contest - Opposition short on numbers

- Encourage your more proficient players to fill in for them. This will create an opportunity for the development of experience and talent throughout your own team.
- Encourage any players filling in for the opposition to do their best otherwise that side may refuse the offer and request playing the match at the reduced number of players leading to more time on the bench for your own players.
- It is advisable for the better players to spend several quarters with the opposition.

General

- The game will not stop in any manner, all goal kickers will be recorded no matter what team they are on, league and club votes will be given no matter what team the player is on, the umpire or the timekeeper do not have anything to do with this rule.

3.12 Area Agreements

Each season Area Agreements exist between the CGJFL, the Mid Gippsland Football League and the Gippsland Football League. These agreements exist to allow Under 14 Players from the CGFL to play at Under 16 level in either the MGFL or the GFL. Prior to an Under 14 Player being permitted to play at Under 16 Level a FORM 'A' must be completed and signed by the Player, the Players Parent or Guardian and the CGJFL Club Secretary. There is no limit to the number of Games that a Player may play at Under 16 Level during the season. However, Clubs should be mindful that the intention of the rule is for Under 14 Players to fill in for Under 16 sides which are short of numbers.

3.13 Equipment

Helmets – The wearing of helmets is 'compulsory' for all Under 10 Players in the CGJFL.

Boots – Screw in studs ARE permitted to be worn by Players. However, as it is rare that an Umpire checks players boots, all Coaches are reminded to be aware of what their Players are wearing and are therefore responsible for the checking of any 'unsafe' footwear.

Long Pants - The wearing of long pants ('skins') under shorts is NOT permitted unless Special permission is obtained by the League Executive. Excludes 'short' skins.

Gloves – ARE permitted to be worn by junior registered players in competition matches as per Section 15 of VCFL Rules and Regulations.

All footballs shall be 11-13 size (size 3) for Under 10's, 13-15 (size 4) for Under 12's and 15- 17 (size 5) for Under 14's and will be of the wet weather type. The League Executive recommends and expects that the Under 14's use a Size 5 Leather Football.

4. Field Umpires/Goal Umpires/Boundary Umpires.

The home club shall appoint all central umpire/s for home and away games. Away clubs may also supply an umpire for away games to run in tandem with home club umpire.

Dress code of white tops for central umpires must be adhered to unless clubs approach the League Executive for approval of a high visible alternative consistent with the LVUA.

- 4.1** The league will appoint all field umpires for the final series and all umpires for Grand Finals.

- 4.2** The field umpire/s shall have sole charge of the game.
- 4.3** The field umpire/s may inspect each players equipment and may prohibit players from taking the field, if in the umpire/s opinion, the players apparel may cause unnecessary harm to another player.
- 4.4** The umpire shall have the authority to order off any player, club official or team official from the playing area for any offence, misconduct, or other cause, which is deemed not in the best interest of the game. A red card and yellow card system will apply as per the VCFL handbook and all clubs should make themselves and their volunteer umpires familiar with the process.
- 4.5** Penalties for on-field infringements shall be 10 metres for under 10, 15 metres for under 12 and 30 metres for under 14.
- 4.6** The field umpire is to confer with goal, boundary umpires and timekeeper prior to games and prior to each quarter commencing.
- 4.7** The field umpire can overrule a goal and boundary umpire's decision if, after consultation and in the opinion of the field umpire, an incorrect decision has been made.
- 4.8** Each team may report on umpires on the prescribed form (Pro-Forma C).
- 4.9** Goal umpires shall keep accurate scores and shall check with each other between quarters and at the end of the game.
- 4.10** Boundary umpires shall have a whistle to signal the ball out-of- bounds.
- 4.11** Timekeepers shall work together to keep accurate time of the matches. Timekeepers shall record players ordered from the field (refer clause 4.13(b)).
- 4.12** All umpires (central, boundary and goal) are to remain impartial during the course of the game and are urged not to support or barrack during the course of the game.
- 4.13 Ordering Player from the field of play**
- (a) In ordering a player from the field, a field umpire will notify the coach and timekeeper of the total time the player is sent off.
 - (b) The time keeper shall formally record the players name and number and will notify the player's coach when each player may return to the ground;
 - (c) Umpires to be issued league rules, regulations, and penalties and conduct requirements for the betterment of the game. Issuing of such is the responsibility of each member club;
 - (d) Another player cannot replace a player under time suspension during that period.
 - (e) If the field umpire stops the game for a period of time, this time to be added on during the quarter involved. Umpires to notify the timekeeper to add time on.
 - (f) A player ordered from the playing field for any misdemeanour shall not be eligible for Fairest & best votes for that game.
 - (g) A player that has been ordered from the playing field on three separate occasions during the home & away season shall ineligible to be awarded the Fairest & best award for any age group.

4.14 Reporting of players and or officials

An umpire may report any player, or club officials or others, by giving notice to the coach and presenting his report in writing to the League Secretary within 48 hours of the offence. All officiating umpires (field, boundary and goal) have the right to report players, club officials or others. The League Secretary, or his agent, shall ensure that the club of the charged player or official is promptly notified (within 48 hours of receipt of the report) of any umpires report.

4.15 Kicking the ball off the ground – Under 10 & Under 12 ruling

In the Under 10 and Under 12 age group games, players are not permitted to deliberately kick the ball off the ground. (It is permitted if it is accidental). The intent is to encourage players to pick the ball up and have the confidence to pick the ball up. Hence, where a player is deemed to have deliberately kicked the ball off the ground, the field umpire shall award a free kick to the opposing side and the spot of the infringement. Note this rule also applies to goals kicked off the ground – the field umpire should advise the goal umpire that no score is to be awarded and the opposition awarded a free kick.

4.16 Out of bounds

A free kick is awarded against the player who last touched or possessed the ball prior to it going out of play. If there is doubt the umpire shall call a ball up 10 metres in from the boundary. As a trial, there will be no boundary umpires in Under 10's and Under 12's.

4.17 Bounces

In the Under 10 age group, a player is only permitted to bounce the ball twice per possession before being required to dispose of the ball.

5. Finals Fixture and Independent officials for finals

- (a) There shall be a final series in Under 10, 12 and Under 14 age groups. The CGJFL Executive shall, prior to each season, determine and advise member clubs of the number of teams to compete in the final series.
- (b) **Ladders will use a “Percentage of Wins” rather than the standard for & against percentage. If 2 teams have equal wins at the end of the season, the Team with the highest margin of the teams competing during the year in question will be ranked the highest.**
- (c) Competing teams in the finals appoint their own timekeepers
- (d) Neutral Field Umpires will be appointed from the Latrobe Valley Umpires Panel or another panel if deemed appropriate by the league executive. Goal and Boundary Umpires shall also be appointed by the League for all finals.
- (e) The Premiership teams shall be presented with a Premiership Cup and/or a Premiership Flag.
- (f) The league executive has the sole right to determine venues, times and dates for all finals games.

5.1 Equal player numbers at commencement of Finals games

Finals games are to commence with equal player numbers on the ground (ie; if TEAM ‘B’ has only 16 players, then both teams will commence with 16 players). The equal number of players the game commences with becomes the agreed player number for the game and the side with additional players must rotate them through the interchange.

Injuries during the course of the game shall not result in a modified lower number of players on the field. That is, if one team should lose one or more players to injury the opposing team is permitted to retain player numbers at the level agreed at game commencement.

Should the team with lesser numbers have additional eligible players arrive after commencement of the game, the opposing coaches can mutually agree to a higher number of equal participants on the ground
(eg; from 16 a side to 17 a side).

5.2 Drawn Grand Final Result

Where the team’s total points are the same (on the reconciled score cards of the designated goal umpires) **after two periods of Extra Time** in a Grand Final, the League Executive shall announce joint premiers for the Grand Final game.

5.3 Game stoppages (in Finals) due to player injury

For finals the player stoppage rule that applies to home and away games shall also apply to finals.

5.4 Inclement Weather or Hazardous Conditions in finals: -

The following applies to all finals excluding Grand Finals.

The league executive officer/s in attendance at a given final will have responsibility to determine if a game should cease or not commence, due to inclement weather. The executive member/s have discretion to take on advice from the umpire/s or other persons that the executive deem as relevant in making the decision.

Every effort should be made to commence or restart a game. Therefore the game can be postponed for up to one hour to enable conditions to improve that would enable a restart or commencement. If a re-start or game commencement cannot be achieved within the allotted time then the game result shall be determined as follows: -

- (1) If the second half of the game has not commenced - the game shall be awarded to the team who finished higher on the ladder at the end of the home and away season.
- (2) If the game has entered into the second half prior to the weather delay; then the team leading in the game (as per the official goal umpires reconciled scores) shall be announced as the winner.

5.5 Inclement Weather or Hazardous Conditions in Grand Finals: -

The league executive officer/s in attendance at a given Grand Final will have responsibility to determine if a game should cease or not commence, due to inclement weather. The executive member/s have discretion to take on advice from the umpire/s or other persons that the executive deem as relevant in making the decision.

Where inclement weather delays the start or the progress of a Grand Final, the game is to be rescheduled to a time and place nominated by the executive.

Where more than half the game has been completed and the margin is significant, the executive shall have the discretion to award the game result to the team with the significant leading margin. No appeals will be allowed as the ruling has been accepted at a constituted meeting of League Delegates.

5.5.1 Inclement Weather or Hazardous Conditions – Home/Away

Where a game cannot commence or is abandoned during the normal home and away season the teams shall be awarded two points each and no percentage. However, if both clubs agree an alternate date and time that is approved by the League Secretary, the game may be played at the re-scheduled date and time with the results to be officially recognised.

Note: League officers determining the appropriateness of weather conditions under clauses 5.3 and 5.4 above will be mindful of the VCFL Heat and Cold Policy as stated in the VCFL Handbook.

5.6 Extra-Time in Finals (other than Grand Finals)

Where the teams total points are the same (on the reconciled score cards of the designated goal umpires), the teams will be required to play extra-time after a 3 minute break. A period of extra-time will constitute 10 minutes of additional playing time in which teams will swap ends after 5 minutes of 'extra-time' play. The team with the highest score at the end of the 10 minutes of extra-time shall be the winning team. If the scores are still equal after the first period of extra-time, then a second period of 10 minutes extra-time will begin in which teams will swap ends after 5 minutes of play. Within this second period of extra-time, the first team to score shall be declared the winner and the game shall end.

Note: **Periods of extra-time are not applicable to home and away games.** Extra time in home and away games will only apply where the officiating field umpire requests the adding of extra-time due to an extended break for player injury or other extenuating circumstances (eg lightning strike) that are rare. Under such circumstances the club timekeepers must agree on the exact time to be added before the game recommences.

6. Member Club Responsibilities

- 6.1** Each member club shall conduct its business in a manner that will not bring the League or the club itself into disrepute and should comply with the relevant Codes of Conduct.
- 6.2** Each Club shall pay a registration fee determined at an annual general meeting of the Association as set out each year.
- 6.3** Each member club shall provide two delegates to the League general meetings. The delegates shall exercise the rights and privileges set out in the Association Rules.
- 6.4** Each member club shall provide a goal umpire, a boundary umpire and a timekeeper for every home and away game of each team, all suitably attired.
- 6.5** Each member club supplies central umpires for home games of each team. All Umpires must wear a 'predominantly' white top or an official umpiring uniform during games.
- 6.6** Each team may have one runner, suitably marked for identification, at every match. Runners are not to linger on the field of play; they should deliver their message and leave the ground. They must keep well clear of the ball contest.
- 6.7** Each team may have up to two water carriers, suitably marked for identification, at every match. Water should only be delivered during natural breaks in play or to players on the ground that are well clear of the ball contest.
- 6.8 A home club Team Manager shall collect:**
- (a) All goal umpire cards, (Pro-Forma A), time keeper cards (Pro-Format B), as well as the both team sheets for each match;
 - (b) The club shall check the signatures on all cards and sheets, and give all details to the League Secretary before noon on the day after the match or by 6:00PM on the day of the match, if played on Sunday;
 - (c) Best players can also be included, but goal kickers must be included.
 - (d) Mark on the team sheet next to players name, if ordered from the playing field.
 - (e) Mark on the team sheet if you are playing Special Dispensation Registration player(s) with the following initials against the player(s) name on the team sheet (SDR) Clubs playing players on SDR permits –MUST make the Field Umpire aware that the player is ineligible for Fairest & Best Votes.
 - (f) **Special Circumstance Players** are ineligible for League Awards (ie) League Fairest & Best, Goal Kicking. A Special Dispensation Registered player is generally a player who has formally applied for and received League Executive approval to play in a lower age group. Only the league executive has the authority to approve an SDR application. Applications must be in writing and endorsed by the players club and then forwarded to the league Secretary who will make arrangements for the league executive to consider all available evidence and approve or deny the application.
 - (g) Players playing under rule 3.1.1 must be clearly notated as such on the game day sheet and these players are eligible for best player votes and goal-kicking awards.
- 6.9** Each home club shall provide the best available first aid facilities and best available personnel.

- 6.10** Home clubs must have grounds clearly and correctly marked no less than 10 minutes prior to the official commencement time of the fixture game.
- 6.11** All footballs shall be 11-13 size (size 3) for Under 10's, 13-15 (size 4) for Under 12's and 15-17 (size 5) for Under 14's and will be of the wet weather type. The League Executive recommends and expects that the Under 14's use a Size 5 Leather Football.
- 6.12** All member clubs are responsible to ensure that each player and team official is aware of the Code of Conduct expectations applicable to their roles and the importance of good role models that promote 'good sports' and good citizens. The CGJFL executive will rigorously seek independent investigations where Club or League officials are accused of Conduct Unbecoming. (Refer VCFL handbook for more specific detail).

7. Coaches Accreditation and Conduct

- 7.1** All coaches of VCFL clubs are required to obtain Level 1 Accreditation prior to the commencement of the season. (as per section 16.0 of the VCFL Rules and Regulations). Failure of clubs to have level 1 coaches can result in fines and loss of match points. All Coaches must sign the Code of Conduct document, which will be held by the League Secretary.
- 7.2** Coaches play a pivotal role on game day in influencing the mood and conduct of the players. Coaches are required to be familiar with and abide by the VCFL coaches code of conduct at all times they are coaching CGJFL players or at anytime they are attending CGJFL events as a club representative.
- 7.3** In the Under 10's the Coach or the Runner shall be allowed onto the playing field during a period of play, for the purpose of coaching or moving players to new positions, only with both coaches agreement. Coaches should endeavour to keep outside the middle corridor of the ground, out of the centre square and well away from the ball contest.

8. Tribunal

The rules/guidelines again are to be read in conjunction with the rules of the Victorian Country Football League Inc.

- 8.1** The Tribunal shall sit at any convenient time after being called to do so by the League Secretary, if necessary prior to the next round of matches.
- 8.2** The Tribunal will have sole jurisdiction over all complaints and reports referred to it by the League.
- 8.3** All alleged offenders shall be invited to give evidence at any tribunal hearing, if they so desire.
- 8.4** A Tribunal hearing may take place with a minimum of 3 members.
- 8.5** The Tribunal may appoint a chairperson by agreement at each sitting.
- 8.6** All player reports shall be heard by the Tribunal prior to the next home game. Where extenuating circumstances mean that a tribunal cannot be convened in a timely manner, the player, official or spectator can participate as normal until such time as the tribunal has heard and determined the report.
- 8.7** All reports of coaches, officials and/or supporters shall be heard at the committee of management.

9. Awards

9.1 Goal Kicking

The League Secretary will keep goal kicking tallies from official game records of matches. Scoring for the awards will cease at the end of the home and away games. The highest goal kicker in **the Under 12 and Under 14 age group ONLY** will be awarded a trophy at the Fairest & Best presentation. The under 10 **age group** will not have an award for Goal Kicking, **which will create a focus on player development.**

9.2 Fairest and Best

The League shall provide to all member clubs, sufficient umpire vote cards for Under 12 and Under 14 home games. The Under 10 competition will no longer have an award for Best and Fairest for the league.

The Home club field umpire must fill out the vote card, by awarding 3 votes to the best player, 2 votes to the next best player and 1 vote to the third best player in the game. Note: only 3 players can share the votes. Umpires may confer with coaches if required. The field umpire shall place the completed vote card in an envelope supplied by home club, sign across the seal and hand back the sealed envelope to the team manager or club Secretary for forwarding with all other paper work to the League Secretary. Both clubs shall make available to the umpire, team sheets for purpose of selecting best players.

Eligibility refer to 4.12 section (f) and (g).

The League shall hold a vote count and presentation at the end of the home & away season. At the vote count votes will be tabulated to determine and publicly announce the Fairest & Best and Runner-up Fairest & Best in each age group.

10. Complaints Procedure

If a complaint has been made to a committee person of a club about a player, official or spectator, the matter should be first taken to the club president to determine if the matter can be resolved amicably between the opposing club officials. If discussion and mediation does not resolve the matter to the satisfaction of both clubs, then a written submission to the league Secretary should be initiated by the aggrieved club.

The written submission shall generally comprise two letters. One being the letter of complaint which details the specific concerns raised by the individual or official. The second letter being a covering letter from the Club Secretary which outlines the considered view of the club executive having had discussion with all affected parties.

On receipt of the complaints correspondence, the League Secretary shall decide in which way the matter is to be dealt and advise the affected clubs accordingly. The League Secretary, in consultation with the league executive, may recommend various alternatives to resolve the complaint. This may include but is not limited to (1) further mediation between the clubs (where the league may choose to introduce a third party to assist the process) or (2) a formal hearing where the League Executive or its agent, make a considered judgment that is binding on all parties.